



CHARACTER NAME

PLAYER

INFORMATION

PROFESSION

PRIMARY PATH

RACE / ANCESTRY / BACKGROUND

COMBAT STATS

DEFENSE					INITIATIVE		WALK SPEED	
BASE	AGL	SHIELD	MISC	TOTAL	CUR	MAX	CUR	MAX
9								

ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT						
AGL						
END						
INT						
WIS						
CHA						

WEAPONS & ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

SKILLS T = trained

T	SKILL NAME	ATTR	MOD	RANK	MISC	TOTAL
<input type="checkbox"/>	Acrobatics	AGL				
<input type="checkbox"/>	Animal Handling	WIS				
<input type="checkbox"/>	Appraisal	INT				
<input type="checkbox"/>	Arcana	INT				
<input type="checkbox"/>	Athletics	MGT				
<input type="checkbox"/>	Crafting	INT				
<input type="checkbox"/>	Desception	CHA				
<input type="checkbox"/>	Diplomacy	CHA				
<input type="checkbox"/>	History	INT				
<input type="checkbox"/>	Insight	INT				
<input type="checkbox"/>	Intimidation	CHA				
<input type="checkbox"/>	Investigation	INT				
<input type="checkbox"/>	Medicine	INT				
<input type="checkbox"/>	Nature	INT				
<input type="checkbox"/>	Perception	WIS				
<input type="checkbox"/>	Performance	CHA				
<input type="checkbox"/>	Persuasion	CHA				
<input type="checkbox"/>	Religion	INT				
<input type="checkbox"/>	Slight of Hand	AGL				
<input type="checkbox"/>	Stealth	AGL				
<input type="checkbox"/>	Streetwise	INT				
<input type="checkbox"/>	Survival	WIS				
<input type="checkbox"/>	Taming	WIS				

ATTACK MODIFIERS

MELEE			RANGED		
MGT	MISC	TOTAL	AGL	MISC	TOTAL

PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE	SKILL	MISC	TOTAL	BASE	SKILL	MISC	TOTAL
10				10			

FEATURES & TRAITS

TALENTS

TALENT LIST	STORED:

ALIGNMENT & REPUTATION			
ALIGNMENT	MOD	REPUTATION	MOD
PERSONALITY TRAITS			
TRAITS		IDEAL	
BOND		FLAW	
ADVANCEMENT			
LEVEL	EXPERIENCE (XP)		STORED ADVANCE
PROFICIENCIES			
LANGUAGES			

PHYSICAL TRAITS

HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	SKIN	HAIR

FEATURE DEFINITIONS (OVERFLOW)

TALENT DEFINITIONS (OVERFLOW)

ADDITIONAL OVERFLOW

NOTES

